e-GeForce 6500

Part Number: 256-P2-N356

- 256MB
- DDR
- S-Video
- PCI-E

At A Glance

- 256-bit GeForce 6500 (400MHz clock)
- 256MB 64-bit 3.7ns (32x16) DDR Memory (266MHz clock - 532MHz effective)
- PCI Express x16 Compatibility (PCI Express Compliant)
- PC 99 DB-15 analog connector *(VESA DDC2B + DPMS)*
- Integrated NVIDIA TV Encoder (S-Video)
- DVI-I Connector for Analog/Digital Display
- 4.26 GB per second memory bandwidth

Interface

- S-Video
- DVI-I
- VGA

Features

- Superscaler 4-pipe architecture
- NVIDIA CineFX™ 3.0 Engine
- NVIDIA UltraShadowII Technology
- 64-bit texture filtering and blending
- NVIDIA Intellisample 3.0 Technology
- 128-bit studio precision computation
- Full speed 32-bit color precision
- NVIDIA nView multi-display technology
- On-Chip video processor
- Integrated Dual 400MHz RAMDACs
- Advanced Adaptive De-Interlacing
- NVIDIA Digital Vibrance Control (DVC) 3.0
- 64-phase video scaler
- True color 64x64 hardware cursor with alpha
- Optimized for 32, 24, 16, 15 and 8-bpp modes
- Integrated full-hardware MPEG support

NVIDIA GeForce 6500

Driver Support

- ResChanger©
- NVIDIA Unified Driver Architecture (UDA) (Windows 2000/XP/XPx64/MCE 2005)
- Full DirectX 9.0 support
- Full OpenGL ICD for All Supported Operating Systems

Dimensions

- height: 3.88in - 88.4mm
- length: 6.88in - 174.6mm

Resolution Chart

	8-Bit	16-Bit	32-Bit
640 x 480	240Hz	240Hz	240Hz
800 x 600	240Hz	240Hz	240Hz
1024 x 768	240Hz	240Hz	200Hz
1152 x 864	200Hz	200Hz	170Hz
1280 x 960	170Hz	170Hz	150Hz
1280 x 1024	170Hz	170Hz	150Hz
1600 x 1024	120Hz	120Hz	100Hz
1600 x 1200	120Hz	120Hz	100Hz
1920 x 1080	100Hz	100Hz	85Hz
1920 x 1200	100Hz	100Hz	85Hz
1920 x 1440	85Hz	85Hz	75Hz
2048 x 1536	75Hz	75Hz	60Hz

Refresh rates shown are the highest obtainable and are monitor dependent. Resolutions, pixel depths and refresh rates are driver dependent and may not be available in all applications or operating system.

Gaming
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3D
Video
Entertainment
Photos
Graphics